

INNOVATIVE TEACHING AND ICT

Course Location: Istanbul

Host Organisation: Dermen Bilisim A.S (Dermen Erasmus Training Courses)

Course Length: 5 days

Date: 1-5 August 2022

Information and Communications Technology (ICT) can impact student learning when teachers are digitally literate and understand how to integrate it into curriculum.

Schools use a diverse set of ICT tools to communicate, create, disseminate, store, and manage information. In some contexts, ICT has also become integral to the teaching-learning interaction, through such approaches as replacing chalkboards with interactive digital whiteboards, using students' own smartphones or other devices for learning during class time, and the “flipped classroom” model where students watch lectures at home on the computer and use classroom time for more interactive exercises.

When teachers are digitally literate and trained to use ICT, these approaches can lead to higher order thinking skills, provide creative and individualized options for students to express their understandings, and leave students better prepared to deal with ongoing technological change in society and the workplace.

In this structured course, there is a special focus on lights, camera, action! Who doesn't love a great movie?

Green screen technology offers so many engaging opportunities for students to learn. It's pretty easy to do, it can be done on a very low budget, it works in lots of subject areas and grade levels, and it's even possible while teaching remotely. The course takes place at a green screen studio with lively workshop content and technical equipment provided by the course provider. Our participants will meet green screen technologies, easy-to-use apps, filming techniques and curriculum integration of green screen and filming technologies with an interdisciplinary approach.

Filming and drama always works with students at all grades, even with adults. In our classrooms, the visual and emotional impact of movies can engage students in ways that lectures and textbooks alone cannot. Literary themes, mathematical concepts, scientific discoveries, and important historical events can all come alive on the screen. It amazingly works very well with language learning and supports it a lot. With the right approach and a few new tricks, we can balance the pure joy of filming in education. This course absolutely means a lot for teaching the magic of active teaching and learning!

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DERMEN ERASMUS TRAINING COURSES

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Methodology: The course provides a helpful learning environment with a good mix of theoretical and practical knowledge. Demonstration and interaction with the GREEN SCREEN APPS in a hands-on way in international group setting will show the importance of collaboration and shared experience in using filming tech in education.

Techniques:

- Flipped Classroom Design Thinking (Case Method)
- Self-learning
- Gamification(Augmented Reality)
- Free Online Learning Tools and Apps
- Computing and information technology/Green Screen Apps
- Workshop

Learning Outcomes

- Learn how to use ICT tools to make education more engaging, motivating and innovative.
- To create appreciation of technology in everyday life.
- To help learners to have an open and flexible mind in their use of ICT tools.
- To equip participants with the appropriate skills required to cooperate with fellow ICT learners for a more productive learning experience.
- To facilitate different methods of learning such as green screen apps and Augmented Reality Apps.
- To present the best apps, web platforms and ICT solution for teachers and education staff;
- To adopt a global perspective towards issues and ideas.
- To learn techniques for online assessing
- To exchange best practices and share experiences

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<p>Course Schedule*</p> <p>(Everyday between 9.30 a.m to 3.00 pm)</p>	<p>Course Day 1</p>	<p>Course introduction</p> <p>Participants’ School Presentations</p> <p>Needs and expectations evaluation</p> <p>General concepts in ICT Integration</p> <p>How to use ICT tools to communicate, create, disseminate, store, and manage information.</p> <p>Samples from different countries’ use of technology at schools.</p>
	<p>Day 2</p>	<p>Augmented Reality in Education</p> <p>Quiver,Animal 4D+, Space 4D+,Dinosaur 4D+, ,Humanoid 4D+,AR Science Cards,ATF Studio,Octagon,</p> <p>Workshop Session</p>
	<p>Day 3</p>	<p>Using online applications in education</p> <p>Using mobile devices to support learning</p> <p>Green Screen Apps in education</p> <p>(Apps:Camtasia,Veescope Live,Chromavid,Stopmotion and others)</p> <p>Workshop Session</p>
	<p>Day 4</p>	<p>Creating Digital Stories and Gamification tools (e-platforms, Wordwall,kahoot,storybird,storyjumper,pixton,voki,chatterpix and more)</p> <p>Preparation of creative and productive lessons content-Practical examples from real school-experiences</p>
	<p>Day 5</p>	<p>Course roundup and final evaluation</p> <p>Validation of learning outcomes and certification ceremony</p> <p>Culture Tour</p>